

AVAILABLE NOW FROM EA SPORTS™



#1 FOR A REASON

FEATURES

GO DEEP WITH HOT ROUTES



BREAK FREE WITH JUKE MOVES



CHECK OUT THE ENTIRE
EA SPORTS™ LINEUP AT
www.easports.com

KICK OFF THE SEASON WITH THE NEWEST NFL™ FRANCHISE

Take the field with all 32 NFL teams including the expansion Houston Texans.

FOOTBALL IN YOUR FACE

Detailed player faces and on-field animations bring you closer to the drama and inside the huddle.

A GAME WITHIN A GAME

Run the Two Minute Drill and earn points in this quick-hitting, fast-paced game mode.

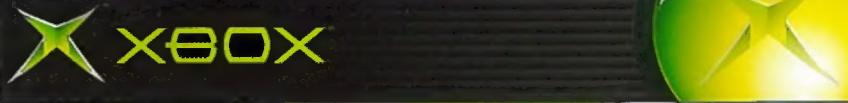
IT'S YOUR GAME, IT'S YOUR LEAGUE

Create a custom league and start your own rivalries.

BANG-BOOM-POW!

Perfect the X's and O's with the help of John Madden in Training mode.

REAL PLAYER FACES AND BODY MODELS



CONTENT RATED BY
ESRB

Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065

© 2001 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo, John Madden Football, are trademarks or registered trademarks of Electronic Arts Inc. or its other entities. All rights reserved. © 2001 NFL. Team names and logos are trademarks of the teams mentioned. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Manufactured and printed in the U.S.A. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. 1444985



www.eimadden.com



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

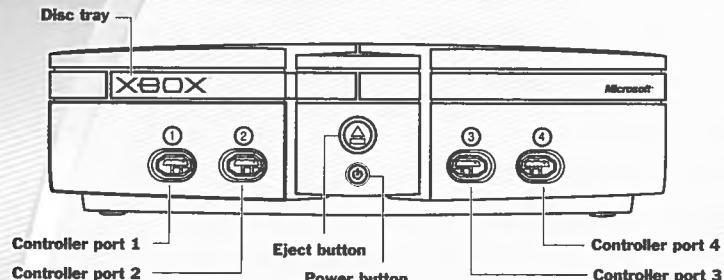
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

USING THE XBOX VIDEO GAME SYSTEM	2
USING THE XBOX CONTROLLER	3
COMPLETE CONTROLS	4
INTRODUCTION	5
STARTING A QUICK RACE	6
SETTING UP THE GAME	7
MAIN MENU	7
OPTIONS	7
ON THE TRACK	9
GAME SCREEN	9
PAUSE MENU	10
PIT STOPS	12
CAR SETUP	14
AFTER THE RACE	15
SINGLE PLAYER MODES	16
CHALLENGE MODE	16
GRAND PRIX MODE	18
GRAND PRIX WEEKEND EVENTS	22
PLAYER REVIEW	24
MULTIPLAYER	25
SPLIT SCREEN	25
TIME CHALLENGE	26
TAG TEAM	26
ADVANTAGE	27
LAST MAN STANDING	27
SAVING AND LOADING	28
CREDITS	29
LIMITED 90-DAY WARRANTY	33



USING THE XBOX™ VIDEO GAME SYSTEM

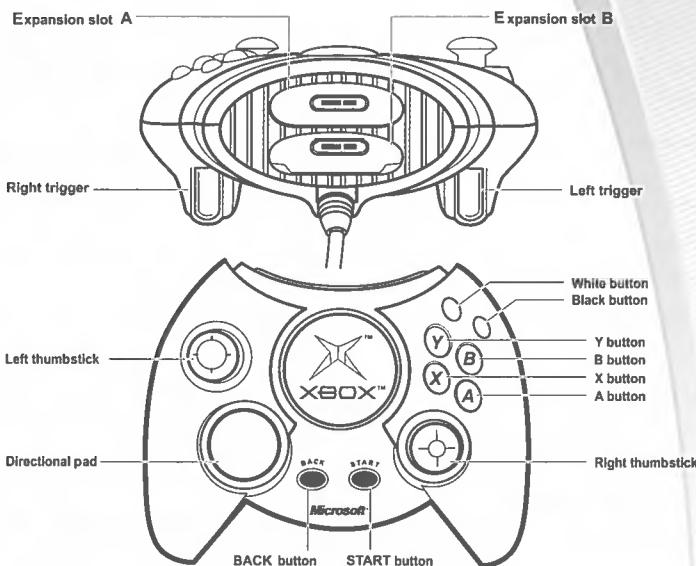


- 1 Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the *F1 2001* disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow on-screen instructions and refer to this manual for more information about playing *F1 2001*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

- ◎ To avoid damage to discs or the disc drive:
- ◎ Insert only Xbox-compatible discs into the disc drive.
- ◎ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ◎ Do not leave a disc in the Xbox console for extended periods when not in use.
- ◎ Do not move the Xbox console while the power is on and a disc is inserted.
- ◎ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



- 1 Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
- 2 Insert any peripherals into controller expansion slots as appropriate.
- 3 Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *F1 2001*.



COMPLETE CONTROLS

The more you master these controls, the better chance you have of fighting your way to the front of the field and taking home the checkered flag.

DRIVING CONTROLS

Steer	←○ / ○→ or ←○ / ○→
Accelerate	R / ○↑
Brake	L / ○↓
Reverse (automatic transmission)	×
Shift up/down (semi-automatic transmission)	A/B

OTHER CONTROLS

Instant replay	Y
Rear view	○
Toggle camera angles	○
Pause game	START

❖ In semi-automatic mode, ⓧ only selects reverse gear (when in 1st gear or neutral).

❖ The controls featured here are the default controls only. For information on how to change your controller configuration, > *Controller Config* on p. 8.

INTRODUCTION



Battle for position at every sweeping bend, high-speed straight away, and hairpin turn within the world's most glamorous sporting arena. *F1 2001* takes you from Monaco to Monza and every track in between. The circuit comes to life with fully interactive pit stops, roaring crowds, a buzzing grid, driver animations, and a full spectrum of driving conditions, including torrential downpours and other mid-race weather changes. Get ready for a whole new benchmark in racing gaming.

GAME FEATURES

- ❖ **Artificial Intelligence, With Real Intelligence**—Every driver on the track fights and reacts to maintain their current position.
- ❖ **Enter a Living, Breathing Formula One World**—Feel the anticipation on a buzzing grid during the build up to the race.
- ❖ **Breath-Taking Moments**—Crash into tire walls, scrape along barriers, and see sparks fly.
- ❖ **Adverse and Unpredictable Weather**—Your pit crew gives you weather updates on the radio as you watch the skies open up.
- ❖ **Pit Crew To Driver Radio**—Get the inside track on your opponent's performance and position.
- ❖ **2001 Season Content**—All the drivers, tracks, and teams from the official FIA 2001 Formula One World Championship.
- ❖ **Beyond Broadcast Presentation**—Relive the defining moments of each race.
- ❖ **Interactive Pit Stops**—The length of a pit stop depends on your performance.



For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

STARTING A QUICK RACE

To fast forward to arcade-style action, select QUICK RACE from the Main menu. This allows you to start a four-lap race without performing any of the set-ups necessary in other modes. Every top-six finish earns you points, which, in turn, unlock new circuits to race on in Quick Race mode.



Note: Default options are listed in **bold** in this manual.

To start a Quick Race:

- 1 At the AutoSave Game screen that appears at boot-up, select YES, ENABLE AUTOSAVE or NO, DISABLE AUTOSAVE (*> Saving and Loading on p. 28*) and press **A**. If you decide to disable Autosave, confirm your choice at the prompt.
- 2 At the Main menu, press **A** to select QUICK RACE. The Driver Select screen appears (*> p. 18*).
- 3 Press **↑** or **↓** to scroll through the available drivers and press **A** to select a driver. The Circuit Select screen appears (*> p. 20*).



Note: In Quick Race mode, Handling is automatically set to NORMAL, Damage is set to OFF, Race Length is set to 4 LAPS, and Assists are ON.

- 4 Press **↑** or **↓** to scroll through the available tracks and press **A** to select an unlocked track (at the start of the game you have the choice of SILVERSTONE, HOCKENHEIM, and MONZA). The game loads and the race begins.

❖ A scrolling text bar at the bottom of each menu screen provides help for that screen.

SETTING UP THE GAME



From choosing your driver to adjusting camera angles, *F1 2001* lets you play the game how you want to play it.

MAIN MENU

From the Main menu screen you can start a Quick Race, access Single Player modes, set up a Multiplayer game, adjust various game Options, and find out more about EA SPORTS.

Jump straight into the cockpit in Quick Race mode (*> Starting a Quick Race on p. 6*)

Hit the track in a Single Player mode (*> Single Player Modes on p. 16*)

Start a Multiplayer game (*> Multiplayer on p. 25*)



Access the Options screen (*> Options on p. 7*) to adjust various Audio/Visual, Controller, and AutoSave settings

Check out upcoming titles from EA SPORTS as well as the credits for *F1 2001*

OPTIONS

Select OPTIONS from the Main menu screen to adjust various game settings.

AUDIO / VISUAL

Adjust the audio and visual settings to suit your preferences.

SOUND

Set the game's sound setting to MONO or STEREO and set volume levels for Effects and Commentary.

DISPLAY ADJUST

Display a visual guide for fine tuning the brightness, contrast, and color settings on your television. Follow the instructions on-screen and press **A** to return to the Audio/Visual screen.

DISPLAY OPTIONS

Screen Displays: Press $\leftarrow\rightleftharpoons$ or $\uparrow\downarrow$ to set on-screen displays to OFF/ON (\triangleright Screen Displays on p. 9).

TV PANELS: Toggle ON to display up to the minute race information such as your current position and split times.

Screen Format: Press $\leftarrow\rightleftharpoons$ or $\uparrow\downarrow$ to toggle the aspect ratio for your television. Set to WIDE for an improved image on widescreen televisions. Defaults to NORMAL.

Circuit Map: Toggle ON to display a full map of the circuit on-screen, showing your progress around the track. PARTIAL displays only the relevant section of the track on-screen.

Speed: Press $\leftarrow\rightleftharpoons$ or $\uparrow\downarrow$ to toggle between displaying speeds in MPH and KPH in the game.

CONTROLLER CONFIG

Select CONTROLLER CONFIG from the Options screen to change the configuration of your controllers to one of the two available presets.

To choose a controller configuration:

- 1 If two or more controllers are connected, press \uparrow or \downarrow to select the player whose controller you wish to configure.
- 2 Press $\leftarrow\rightleftharpoons$ or $\uparrow\downarrow$ to cycle through the five available controller configurations.
- 3 Press **A** to select a configuration.

\diamond Press \uparrow or \downarrow to turn Vibration ON or OFF, and press **A** to confirm all changes.

LOAD/SAVE

ENABLE or DISABLE the game's AutoSave feature (\triangleright Saving and Loading on p. 28), load a saved game, or select CANCEL to return to the Options screen.

ON THE TRACK

It's race day—time to earn your money. Prepare to take on the most intelligent and daring racers to hit the Formula One circuit. They'll fight you every inch of the way for the right to stand on that podium, drenched in a celebratory beverage.



GAME SCREEN

View the action with or without screen displays, or view an instant replay of that awesome maneuver around the last chicane.

SCREEN DISPLAYS

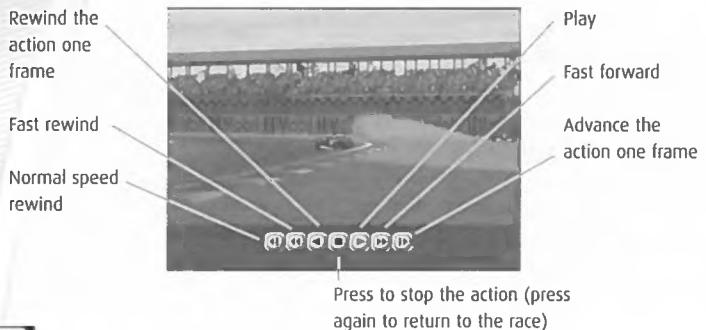
Screen displays can help you track your performance throughout the race as well as give you valuable information about your car's status. If you prefer more of a challenge, however, you can turn your screen displays off.

\diamond Turn Screen Displays ON or OFF from the Options screen (\triangleright p. 7) or from the In-Game Options menu (\triangleright p. 11).



INSTANT REPLAYS

Press **Y** at any time during racing to begin an interactive instant replay of the last 30 seconds of action.



Select the STOP button to end the replay



Select the EJECT button to return to the race.

PAUSE MENU

Press **START** at any time during play to pause the game.

CONTINUE

Return to the current race or stage.

RETIRE FROM SESSION

End the current session. For Grand Prix or Championship events, this option takes you to the next session. For Quick Race events, this option takes you to the Classification screen.

OPTIONS

Access the In-Game Options menu to adjust settings for Assists, Sound, and Display (*> p. 11*).

PIT IN

Takes your car straight to the pits and opens the Pit menu (Practice, Qualify, and Warm-up sessions of Grand Prix modes only).

RESTART RACE/ RESTART CHALLENGE

Select and confirm at the prompt to begin the current session again (not available in Grand Prix/Time Challenge Multiplayer modes).

QUIT EVENT

Quit the current on-track mode or event.

IN-GAME OPTIONS

ASSISTS



NOTE: The Assists available, and their default options, depend upon the mode you are racing in, and the Handling mode (Normal or Situation).

SPEED ASSISTS

When ON, the computer assists the player with their speed at corners.

CORNER INDICATOR

When ON, arrows appear in color-coded circles warning you of approaching corners (tight corners are red, shallow corners are green, and all others are yellow).

TRACTION CONTROL

Toggle ON to make it easier to pull away without unnecessary wheel-spin.

ABS

Toggle your anti-skid breaks ON to enable hard braking without skidding.

SOUND

Use the sliders to adjust volume levels for Commentary and Effects (e.g. engine noise).

❖ Press **□** or **△** to move between the Sound options and press **↔** or **→** to adjust the selected option.

DISPLAY

TV PANELS

Toggle ON to display up to the minute race information such as your current position and split times.

SCREEN

Cycle between OFF and **ON**

(*> Screen Displays on p. 9*).

DISPLAYS

Toggle FULL/PARTIAL/OFF. FULL displays a small map of the circuit on-screen, showing your progress around the track. PARTIAL shows only the section of track you are currently on.

CIRCUIT MAP

Toggle between **NORMAL** and **WIDE**. Select **WIDE** if you are playing F1 2001 on a widescreen TV.

SCREEN FORMAT

Toggle the Speedometer display between **MPH** and **KPH**.

SPEED

PIT STOPS

It's an old racing adage that the race is won or lost in the pit. Choose an Interactive Pit Stop to shave valuable seconds off your total time. Mess up, though, and you can watch your crew making mistakes based on your performance.

AUTOMATIC PIT STOPS

You can pull into the pit lane at any stage of a Grand Prix mode race. As soon as you enter the pit lane, the Limiter is automatically applied and the computer takes control of the car.

INTERACTIVE PIT STOPS

You can attempt to improve the speed of your pit stops by enabling Interactive Pit Stops in the Event Options menu and completing certain tasks when pitting. However, failures can lead to time-consuming errors and penalties (if FIA Rules are ON in Event Options).



Note: You can only perform Interactive Pit Stops in Race sessions during Grand Prix and Challenge modes.

When the pit stop is complete, you are informed of your performance in each of the tasks (see below).

Brake to Limit

Braking down to a speed of 50 mph in the pit area—fast enough to maintain momentum but slow enough to adhere to the rules

Brake to Pit

Braking from 50 mph to 12 mph in order to pull into the pit bay



Turn In Steering into the pit bay

Gear Up Shifting into first gear when told by the pit crew

Accelerate Accelerating out of the pits at the prompt

PITTING DURING PRACTICE, QUALIFY, AND WARM-UP SESSIONS

During the Practice, Qualifying, and Warm-Up sessions, you can enter the Pits (or select PIT IN from the Pause menu) to take on fuel (if Fuel Use is set to ON, \triangleright Event Options on p. 19) and to make adjustments to your Car Setup.

- ◎ If you pit during the Practice or Qualify sessions, you automatically receive about 5 laps worth of fuel. In Warm Up, you receive enough fuel for approximately 20 laps.
- ❖ As soon as the Car is stationary in the Garage, the Pits menu appears automatically.

PIT MENU

START FLYING LAP

Leave the pit lane and begin your next lap with a rolling start.

VIEW CLASSIFICATIONS

View the current fastest lap times and provisional starting grid positions for all drivers or accelerate time using the QUICK TIME option. This advances time in the session. Select NORMAL TIME to bring Quick Time to an end.



Note: The View Classifications option is only available when Qualifying.

CAR SETUP

Make adjustments to your Car Setup (\triangleright Car Setup on p. 14).

LEAVE PITS

Leave the pit lane and return to the track.

RETIRE FROM SESSION

End the current session.

PITTING DURING RACE SESSIONS

During the race itself, pulling into the pit lane allows you to amend your fuel Strategy (\triangleright Strategy on p. 23) and Tire Type selection (\triangleright Tire Type on p. 14), change tires, re-fuel, and repair any damage to your car. Tire changes, refuelling, and damage repair are performed automatically—you just need to be ready when control of the car is returned to you on leaving the pit lane.

- ◎ The amount of fuel you take on when you pit during the race is determined by your Strategy (\triangleright Strategy on p. 23).
- ◎ If you decide to alter your Strategy, you must do so before the car comes to a complete stop and your pit stop begins, so that your pit crew knows how much fuel to put in your car.
- ❖ To access the Strategy and Tire Type pop-ups, press **BACK** when prompted.

CAR SETUP

Select CAR SETUP from the Pit menu during a Practice, Qualify, or Warm-Up session to make the adjustments your car needs to put you over the top. Experiment with the various options to find the best setup for each circuit.



Note: Any changes made during the Practice, Qualifying, or Warm-Up sessions automatically carry over to the next stage. During the Race itself, the only Car Setup option available is Tire Type.

When Handling is set to SIMULATION (► *Handling Mode Screen* on p. 20), the following Car Setup options are available.



Note: When Handling is set to NORMAL, only the Tire Type option is available.

TIRES

TIRE TYPE

Select SOFT, HARD, WET, or DRY (different options are available under different circumstances). A SOFT tire gives generally better grip than a HARD tire, but does wear out quicker (if Tire Wear is set to ON – ► *Event Options* on p. 19). If it is raining, select WET.

FRONT PRESSURE

Adjust front tire pressure between 13.8 and 23.5 PSI. Default is **19.1** PSI.

REAR PRESSURE

Adjust rear tire pressure between 12.8 and 25.5 PSI. Default is **19.8** PSI.



Note: You cannot choose between SOFT and HARD tires during the Race and Warm-up sessions.

AERODYNAMICS

FRONT WING

Adjust downforce by changing the angle of the wing between 1 and 20 (default is **17**). A higher setting helps to correct understeer through corners, while a lower setting helps correct oversteer through faster corners.

REAR WING

Adjust downforce by changing the angle of the wing between 1 and 20. A higher setting helps to correct oversteer through corners, while a lower setting helps correct understeer through faster corners.

SUSPENSION

FRONT

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the front suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

REAR

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the rear suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

BRAKES

BRAKE BIAS

Set the braking distribution between the front (0%) and rear (100%) of the car. The default is **55**. A setting to the rear helps to compensate for understeer during braking, while a setting to the front helps to compensate for oversteer when braking.

BRAKE STRENGTH

Set the strength of your brakes between 20 and 100% (the default is **60**).

GEARBOX

Select the Gear Ratio for your car. Choose between SHORT RATIOS, MEDIUM RATIOS, and LONG RATIOS, or set your own individual settings by selecting CUSTOM RATIOS. A shorter setting provides better acceleration but a lower top speed, while a long setting gives a higher top speed but lower acceleration.

RESET TO DEFAULTS

Cancel all your changes and return to the car's default settings.

AFTER THE RACE

After each Race or Session, the Classification screen appears. This displays full final standings for the Race or Session.

- ❖ When you've finished viewing the Classifications, press **A** to continue.
- ❖ In Quick Race mode, a pop-up appears asking if you wish to race again. Select YES to restart the race or NO to return to the Select Circuit screen.

SINGLE PLAYER MODES

Prove your skills and learn your trade at different race-related challenges, unlocking new modes and features with each success. Or, put yourself through the physical and mental punishment of a Championship circuit in Grand Prix mode.

CHALLENGE MODE

You may be clocking reasonable times but do you actually possess the skills that could shave those all-important seconds of your lap times? Test your basic driving abilities, how you cope with changing weather conditions, your pit stop tactics, and your ability to comply with FIA rules, then put yourself to the test by getting Track Experience on the circuits of your choice.

Successfully complete these tasks to unlock new modes and options in *F1 2001*. Passing individual tasks unlocks related features within the game (i.e. passing a Wet Weather test unlocks the Weather Event Option in the game), while boosting your overall Driver Rating increases the number of Grand Prix modes you can choose from.

Take any of the five challenges at any time and in any order:

THE BASICS

One challenge split into five tasks that cover the fundamentals of racing.

WEATHER

Two sets of challenges that test your ability to cope with Wet and Variable weather.

PIT STOPS

Five tasks that gauge how you deal with braking while carrying varying fuel loads, as well as pit stops and tire wear.

RACE CRAFT

Five tasks that deal with FIA rules and advanced skills related to racing over a full season.

TRACK EXPERIENCE

Learn how to drive the 17 circuits corner by corner.

To choose a Challenge:

- 1 Select SINGLE PLAYER from the Main menu.
- 2 Select CHALLENGE MODE from the Single Player screen.
- 3 Select one of the Challenge menus.
- 4 Select a task from the chosen Challenge menu. An explanation of the task appears.
- 5 Choose ACCEPT to continue (select DECLINE to quit the challenge). The targets required in order to pass the task at different driver Ratings appear on-screen.
- 6 Press or to select NORMAL or SIMULATION. The challenge begins.



When you complete a task, the Results screen documents whether you have passed or failed the challenge, displaying your Challenge Time, Percentage and, if you have passed, and a Rating (BRONZE, SILVER, or GOLD) for the challenge.

- ❖ Press to continue and select YES to take the challenge again or NO to return to the Challenge menu.
- ❖ Highlight a task in the Challenge menu and press to display your Task Completion percentage and Driver Rating for that task as well as your Overall Progress for the Challenge.
- ❖ Press in the Challenge Mode menu to view your average percentage for each Challenge and your Overall Progress (%) and Driver Rating (UNCLASSIFIED to ELITE) throughout the whole mode. This rating determines whether you have unlocked any of the major game modes.

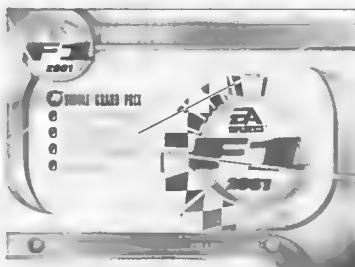


Note: Locked features and modes are indicated by a no-entry sign. The percentages required to unlock them are displayed on-screen when they are highlighted.

GRAND PRIX MODE

Grand Prix mode is what Formula One racing is all about. From practice laps to qualifying to the real race, the pressure is on to perform your best while fighting off the best drivers in the world. Race a single Grand Prix weekend, a full season, or multiple seasons to show the world you've got what it takes.

Participate in a full race Weekend, including Practice and Qualifying sessions (▷ *Single Grand Prix* below).



Create your own Custom Championship, in which you select the circuit for each round of the competition (▷ *Custom Championship* on p. 21).

Win the Domination Trophy by notching victories on all 17 tracks (▷ *Domination* on p. 22)

- ◎ If Autosave is ENABLED (▷ *Saving and Loading* on p. 28), your progress is automatically saved, allowing you to resume your Grand Prix game at a later race.

SINGLE GRAND PRIX

In Single Grand Prix mode, you participate in a full race Weekend, including Practice Sessions, Qualifying, Warm Up, and the Race itself. When you select SINGLE GRAND PRIX from the Grand Prix Modes screen, the Driver Select screen appears.

DRIVER SELECT

- ❖ Press \triangle or \square to scroll through the available drivers and press A to select. The Event Options screen appears.

EVENT OPTIONS

Set various gameplay options for your Grand Prix:

OPPOSITION

DIFFICULTY

RACE LENGTH

INTERACTIVE PIT STOPS

WEATHER

DAMAGE

GEARS

TIRE WEAR



EA Tip: Take in to account tire wear when planning your strategy as you may lose valuable time by having to stop for fresh tires in longer races.

FUEL USE

Toggle ON and fuel depletes during the course of a session, degrading the handling of the car. Default is OFF.

- ❖ The amount of fuel you take on during pit stops depends on the stage and on your fuel Strategy. For more information, (▷ *Pit Stops* on p. 12 and *Strategy* on p. 23).



Note: You can only change Fuel Use and Tire Wear options if the number of laps in your race is 16 or higher.

FIA RULES

When ON, official FIA rules apply to your race, meaning you can be penalized for such misdemeanors as speeding in the pit lane and under yellow flags. Default is OFF.



NOTE: You can be black-flagged (and, as a result, automatically forfeit the race) for driving in the wrong direction in a pit lane or failing to comply with a stop-go penalty.

FAILURES

When ON, cars may be affected by mechanical failures over the weekend. Some Failures can be repaired by your pit crew—if you can make it back to the pits. Otherwise, a mechanical failure may force you to forfeit. Default is OFF.

- ❖ When you've finished setting the Options for your Single Grand Prix, highlight CONTINUE and press A to proceed to the Circuit Select screen.

CIRCUIT SELECT SCREEN

- ❖ At the Circuit Select screen, press □ or △ to scroll through the available circuits and press A to select.
- ❖ Press Y to view information about tracks.
- ❖ The Circuit Preview then takes you on a tour of the selected track. To end it, press A. The Handling Mode screen appears.

HANDLING MODE SCREEN

- ❖ Select NORMAL or SIMULATION handling. SIMULATION handling gives a ride closer to that of the real thing while choosing NORMAL makes handling and braking easier and reduces the chances of the car spinning. This selection also determines what Car Setup (▷ p. 14) options are available.

NEXT SESSION SCREEN

- ❖ At the Next Session screen, highlight which session you'd like to go to (a Grand Prix weekend consists of the following sessions: PRACTICE, QUALIFY, WARM-UP, and RACE) and press A. For more information, ▷ Grand Prix Weekend Events on p. 22.



NOTE: Electing to do a session out-of-turn means that you have opted to skip the sessions before it (if you skip a Qualify session, you will be placed in last position on the grid in the ensuing race).

CUSTOM CHAMPIONSHIP

Select CUSTOM CHAMPIONSHIP from the Grand Prix Modes screen to create your own individual Championship Season. You set the number of stages and the running order of the Circuits.



TO SET UP A CUSTOM CHAMPIONSHIP:

- 1 Select a Driver and set your Event Options as you would in a Single Grand Prix (▷ p. 18) and press A to proceed. The Custom Championship screen appears.
- 2 Select ADD ROUND 1. The Circuit Select screen appears.
- 3 Highlight the circuit you want for the first Round and press A. The Custom Championship screen reappears. Select ADD ROUND 2 and repeat the process.
- ❖ To remove the last circuit from the schedule, select DELETE ROUND n (where n = the number of the last round assigned to a track).
- 4 When you're happy with the schedule for your Custom Championship, select CONTINUE.
- 5 To start the first race of your Custom season, select BEGIN SESSION 1. The race begins.
- ❖ To return to the Grand Prix screen, select LEAVE CHAMPIONSHIP. To view Driver and Constructor Standings, choose SEASON REVIEW.

FULL CHAMPIONSHIP

Select FULL CHAMPIONSHIP from the Grand Prix Modes screen to take part in a full season, spanning 17 Grand Prix weekends. Select a Driver and set your Event Options as you would in a Single Grand Prix (▷ p. 18) and press A to proceed to the Championship screen.

TEAM-MATE CHALLENGE

Team loyalties are brushed aside in Team-Mate Challenge mode as you set out to finish ahead of your team-mates in as many races as possible over the course of a Championship season. If you fail on one track you must take on the same driver on a different circuit—but if you succeed you are 'promoted' to a new team to take on a new team-mate on the next Circuit. To pick up the Team-Mate Challenge trophy, you must beat all of the team-mates in all of the teams before completing the 17 circuits.

- ❖ To start a Team-Mate Challenge, select BEGIN RACE 1 from the Team-Mate Challenge screen (or select LEAVE CHALLENGE to return to the Grand Prix Modes screen).

DOMINATION

Think you've got what it takes to complete the ultimate F1 challenge? Winning is everything in Domination mode. Your goal is to complete a full F1 Championship season having won every single race. Sound tough? It is.

- ❖ To start a Domination Challenge, choose your Driver and Event Options and select BEGIN RACE 1 from the Domination screen (or LEAVE DOMINATION to return to the Grand Prix screen).

GRAND PRIX WEEKEND EVENTS

A Grand Prix Weekend consists of the following sessions: Practice, Qualify, Warm-Up, and Race.



Note: You begin Practice, Qualifying and Warm-Up sessions in the pits. Select START FLYING LAP or LEAVE PITS from the Pit Menu (*> Pit Menu on p. 13*) to begin.

- ❖ During the Practice, Qualifying and Warm Up stages, the Pause menu (*> p. 10*) features an additional option: PIT IN. Select this option to automatically return to the Pits (without having to pull in manually).

PRACTICE

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (*> Car Setup on p. 14*). Lap times are recorded throughout, allowing you to monitor your performance on the track.

QUALIFY

In the Qualify session, you have up to an hour (in which you can complete a maximum of twelve laps) to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.



Note: Starting grid positions for the race are not finalized until the end of the full hour (i.e., if you quit the session before the hour is up, some other driver might still beat your time).

- ❖ If you have set Tire Wear to ON and have set the number of laps for the race to 16, HALF, or FULL (*> Event Options on p. 19*), the Tire Compound pop-up appears at the beginning of the Qualify session. Select a SOFT or HARD Tire Compound, and press **A** to proceed. Your choice of tire determines your Tire Compound for the remainder of the weekend (in accordance with the rules of the sport).



EA Tip: Use the Practice session to evaluate your tire choice for the weekend.



Note: If you have set Tire Wear to OFF, or you skip the Qualify session, your Tire Compound is chosen automatically.

- ❖ Select VIEW CLASSIFICATIONS from the Pit menu to view current Qualify classifications or to speed up the session.

WARM-UP

After the Qualify session, you have up to an hour on the circuit to fine tune your performance and make any last minute adjustments to Car Setup (*> Car Setup on p. 14*).

RACE

With the Practice, Qualify, and Warm-Up sessions behind you, it's time to prove your worth in the main event!

STRATEGY

If you have set the number of laps for the race to 16, HALF, or FULL and have Fuel Use set to ON (*> Event Options on p. 19*), you must pit at least once during the race. For 16-lap, HALF, or FULL races, the Strategy pop-up appears automatically at the start of the race

- ❖ Press **→** or **←** to schedule your first pit stop.
- ❖ Press **↓** to select the 2nd pit stop. If you currently only have one stop scheduled but you wish to add another to the schedule, press **↓** to highlight END, then press **→**.
- ❖ You can only schedule one or two pit stops per race.
- ❖ When you're happy with your Strategy for the race, press **A** to proceed.

TIRE TYPE

If Weather is set to WET or VARIABLE in Event Options (> p. 19), you also need to select your Tire Type (WET or DRY). Press **A** to confirm your choice.

CHANGING STRATEGY/TIRE TYPE DURING A RACE

If you pull into the pits on a lap for which you don't have a pit stop scheduled, press **BACK** while in the pit lane to access the Strategy (> *Strategy* on p. 23) and Tire Type (> *Tire Type* above) pop-ups. You can then make any adjustments necessary before returning to the race.

PLAYER REVIEW

Select this option from the Single Player menu to view your statistics (including Race and Championship Performances to date and Player Details) and trophies won in all of the Single Player Grand Prix modes. Win all the game modes and trophies to unlock a Season Review video.

- ❖ Press **A** while at the Player Review screen to view your current Driver Rating and the total number of trophies you have won to date.

MULTIPLAYER

Select MULTIPLAYER from the Main menu to take other players on in Split Screen, Time Challenge, Tag Team, Advantage, or Last Man Standing modes.



NOTE: You must have at least two controllers inserted in order to play all Multiplayer modes except for Time Challenge.



SPLIT SCREEN

Race against up to three other players on a single track in Split Screen mode.

- ❖ Select the number of opponents (**2 PLAYERS**, **3 PLAYERS** or **4 PLAYERS**), which Drivers you wish to use, the Circuit you wish to race on, the number of laps you wish to race over, and a Handling Mode to begin.



NOTE: If you are taking part in a 2-Player game, you can also choose to race **HEAD TO HEAD** or with a **FULL GRID** (i.e., against 20 other cars).

TIME CHALLENGE

Up to 22 players can take part in a Time Challenge, in which drivers take turns trying to record the fastest lap time on any one of the 17 available circuits. Each player has five minutes to complete a lap.

To set up a Time Challenge race:

- 1 Select ADD PLAYER 1 in the Select Driver menu.
- 2 Player 1 selects a Driver.
- 3 Choose ADD PLAYER 2 and repeat the process until each player has selected a Driver.
- ❖ To remove the last Driver from the list, select REMOVE PLAYER n (where n = the number of the last driver selected).
- 4 Select CONTINUE.
- 5 Choose the track that all drivers will race on.
- 6 Choose your Handling Mode.



Note: In Time Challenge mode, each player shares the same controller.

TAG TEAM

In Tag Team, two teams of up to four players can take each other on racing on any circuit, with each player in a team taking turns to complete a lap.

To race in Tag Team mode:

- 1 Select a Driver to represent Team 1 and the number of players on that team.
- 2 Repeat this process for Team 2.
- 3 Choose a Circuit.
- 4 Select the number of laps you wish to race over.
- 5 Choose a Handling Mode.
- 6 The race begins and Player 1 on each team is instructed to take control of their respective cars. Each remaining player then takes control at the end of every lap until the race has been completed.



Note: Tag Team mode requires a minimum of 3 players.

ADVANTAGE

The object of Advantage mode is to win as many individual laps as possible against your opponent. Penalties can be set to give players with less experience a head start.



To start an Advantage race:

- 1 Every player selects a Driver.
- 2 Choose a track to race on.
- 3 Set the number of Target Wins (1-5) and the number of seconds Player 1 is to start ahead of Player 2 (2-20).
- 4 Select BEGIN RACE.
- 5 Choose a Handling Mode.
- 6 Both players should press **A**. The cars roll towards the start line and a timer counts down to the point where both players take control of their cars. The player with the time penalty starts behind their opponent.
- ❖ After the race, the number of Round Wins accrued by each player is shown, along with a breakdown of their performances for each round.

LAST MAN STANDING

Be at your best from the start or kiss this challenge goodbye. In Last Man Standing, the car in last place after each lap is removed from the race. This goes on until there's only one car left.

- ❖ To start the challenge, select the number of players (2, 3 or 4), your Drivers, the track, and the Handling Mode.

SAVING AND LOADING

F1 2001 includes an AutoSave feature that saves all of your Game Settings as well as your progress in Full Championship, Custom Championship, Domination, Team-Mate Challenge, and Challenge modes.

- © If you start the game without a previously saved game on your hard disk, the Autosave screen gives you the following options:

YES, ENABLE AUTOSAVE

The game saves all of your settings and options changes and all of your progress through all game modes. You must have **9** blocks of free space for Autosave.

NO, DISABLE AUTOSAVE

None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

TO LOAD A GAME:

- 1 From the Options screen, choose LOAD/SAVE. The Autosave screen appears.
- 2 Choose YES, ENABLE AUTOSAVE. If an existing F1 2001 saved file is detected on your hard disk console, the Warning screen appears.
- 3 Choose LOAD FILE. Your saved file is automatically loaded.



Note: To enable Autosave during play, access LOAD/SAVE in the Main menu Options menu.

CREDITS

Executive Producer: John Rostrom

Senior Producer: Nick Channon

Development Manager: Lol Scragg

VISUAL SCIENCES

Lead Programmer: Jonathan "Fritz" Ackerley

Senior Programmers: David Paterson, Alan Savage, Chris Harrison

Programmers: Mike Rennie, Andrew Turner

Additional Programmers: Mat Hendry, Paddy Sinclair, Bruce McNeish, Grant Clark

Lead Artist: Geoff Gunning

Artists: Alan Redmond, Pat McGovern, Gregor Maltman, Tom Gordon, Olivia Huggins

Front End Artist: Mark Tarynor

Managing Director: Russell Kay

Programming Manager: Stuart Capewell

Creative Manager: Ken Fee

Head of Tools Development: Dave Cowan

HR Advisor: Elaine Stewart

Office Manager: Charlie Smith

Receptionist: Kirsty Scott

Technical Support Engineer: Stuart LeFevre

Special Thanks To: Andy Earle, Kevin Farquharson, Jackie Brown, Lynne Trayner, Kevin Hutchison, Peter Warden, Alex Ferrier, Tom Kane, Dave Guthrie, Penny Malcolm, Mark Green, Mike Dailly, John Harrison, Kenny Mitchell, Julian Haigh, Simon Lamb

ELECTRONIC ARTS

Senior Producer: Pete Smith

Game Director: Matt Birch

Senior Development Manager: Rob Hole

Associate Producer: Justin Manning

Studio Marketing Manager - Racing: Michaela Riches

Production Co-ordinator: Lisa Stokes

Lead Programmer: Rajan Tande

Senior Graphics Programmers: Oliver Castle, Martin Griffiths

Programmers: Kris Beaumont, Ian France, Tim Green, Leon O'Reilly, Richard Smith

Audio Programmer: Mark Huntley

Additional Programming: Simon Gould, Stewart Sockett, Andrew Hosfield, Simon Moore, Phil Lewin, David Picon

Art Manager: Justin Rae

Senior Artists: Dave Hirst, Shaun Stephenson

Lead Technical Artist: Michael Paul

Technical Artists: Andy Johns, Lee Wilson

Car Modeller: Andy Blackmore





FMV and Front End Artist: Jamie Bradshaw

Artists: Rob Corcoran, Drew Cattanach

Animation: Graham Bell

Senior 3D Tools Engineer: Mathew Selby

Additional Artists: Colin Price, Chris Wood

AUDIO

Audio Producer: Nick Laviers

Lead Sound Designer: Mark Knight

Sound Designer: Elaine Williams

Recording Engineer/Speech Editing: Bill Lusty

Video Production: Jason Lord

EA SPORTS Special Thanks: Neil McEwan, Pete Murphy, James Hawkins, Steve Pointon, Austin Ellis

MOTION CAPTURE

Technical Advisor: Gregg Field

Shoot Coordinator, England: Christina Petrou

Benetton Pit Crew Performers: Tim Baston, Dave Hyatt, Peter Holt

Additional Performers: Peter Pedrero, Nick Chopping

Benetton Public Relations: Julia Hordan, Sarah Blackham

EA World Wide Motion Capture Studio: Francesce Chiarini, David Pierce, Lia Siojo, Bruce Gill, Vince Ng, Rob MacDonald, Jason Camp, Mark Tanner, Corey Obrien, Mark Gibbon/Ultracam

Pre-production pit research and time generously donated by: Mark Hemsworth and the Arrows Formula One pit team

Rigging and Lighting: Ultracam

Additional 3D Tools Support: EA Canada

Voice Talent: ITV's Jim Rosenthal

QUALITY ASSURANCE

Senior QA Manager: Pete Samuels

QA Manager: Andy Bussell

QA Project Manager: Matt Price

QA Project Leader: Paul Waters

QA Team Leaders: Nathan Jacobs, Daniel Simcock

Senior Testers: David Grove, Piers Langridge, Barry Scott

Testers: Andy Dobson, Adam Mason, Andi Pang, Ben Williams, Bruce Glazier, Carl Mattin, Cornelius Wait, Dan Tilbrook, Darren Pinnock, David Thacker, Geoff Wilkinson, Giles Edwards, James Fry, Jamie Cawte, Matt Follett, Nick Long, Paul Dolton, Rob Moody, Spencer Guest, Steve Winning, Stuart Morton, Toby Bushnell

Mastering and QA Technology Manager: Joe Grant

Mastering Co-ordinator: Donna Hicks

Technical Supervisor: Marcus Purvis

Technical Requirements Auditor: Wayne Boyce

MARKETING

Product Manager: James Deverill

Photography: LAT

Many thanks to: Everyone at Image Space Inc.; Amanda Brook, Masa Nemoto, Rose Montgomery; Special thanks to all our contacts at the Formula One teams in particular Arrows, British American Racing, Ferrari, Jordan, Benetton, WilliamsF1, Jaguar Racing, McLaren and Minardi.

Formula One Management Limited: Laura McNamara

MUSIC BY CHICANE

“Nagasaki Badger (remix)”

Performed by Chicane

Composed by Nick Bracegirdle

By kind permission of Warner/Chappell Music Ltd.

Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.

“The Drive Home”

Performed by Chicane

Composed by Nick Bracegirdle

By kind permission of Warner/Chappell Music Ltd.

Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.

"Sunstroke"
Performed by Chicane
Composed by Nick Bracegirdle & Leo Elstob
By kind permission of Warner/Chappell Music Ltd.
Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.

"The Drive Home" and "Sunstroke" are from the album Far from the Maddening Crowds
www.chicanemusic.com

Executive in charge of Production: Richard Leinfelder
Original Concept: Bruce McMillan, Matt Birch, Pete Smith
CEO: David Byrne
CTO: Ian Shaw

ELECTRONIC ARTS REDWOOD SHORES

Product Manager: David Rosen
Director of Marketing: Jillian Goldberg
Music Licensing: Beverly Koeckeritz
Documentation Localization: Dan Davis
Documentation Layout: James Hanley
Package Project Management: Larre Sterling
Package Design: POPGUN Design
Package Art Direction: EA Creative Services
Package Cover Photography: Allsport Photography
Customer Quality Control: Andrew Young, Benjamin Smith, Dave Knudson, Darryl Jenkins, Tony Alexander, and Tony Barbagallo

LIMITED 90-DAY WARRANTY



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within the 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program(s) that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding upon or obligate Electronic Arts. If any such warranties are incapable of exclusion, then any such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through abuse, mistreatment or neglect, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If failure of the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium fails after 90 days from the date of purchase, please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium to you.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.



EA WARRANTY CONTACT INFO

E-Mail: warranty@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

Fax: 650-628-5999

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time.

HOW TO REACH US ONLINE

E-mail: support@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

EA Tech Support Fax: (650) 628-5999

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact: In the United Kingdom, contact:

Electronic Arts Pty. Ltd. Electronic Arts Ltd.

P.O. Box 432 P.O. Box 181

Southport Qld 4215, Australia Chertsey, KT16 OYL, UK

Phone (0870) 2432435

In Australia: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10:00 AM-8:00 PM. If you are under 18 years of age parental consent required.

Software & documentation © 2001 Electronic Arts Inc. EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTSTM is an Electronic ArtsTM brand.

"Formula One", "Formula 1", "F1" and "FIA Formula One World Championship" (together with their foreign translations and permutations) are trademarks of the Formula One group of companies. An official product of the FIA Formula One World Championship licensed by Formula One Administration Limited.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

All other trademarks are the property of their respective owners.

NOTES

NOTES



PROOF OF PURCHASE
F1 2001



0 14633 14449 9